

CLAIMS

The invention is hereby claimed as follows:

1. A gaming device comprising:
 - 5 a cabinet;
 - a game operable upon a wager;
 - a processor operable to control the game; and
 - a switch connected extendably to the cabinet, the switch having a relatively rigid housing and a relatively elastomeric cover disposed on
 - 10 the housing, the switch operable with the processor to control a function of the game.
2. The gaming device of Claim 1, wherein the switch is of a type selected from the group consisting of: maintained, momentary and
- 15 multi-position.
3. The gaming device of Claim 1, wherein the switch includes multiple buttons that operate multiple functions of the game.
- 20 4. The gaming device of Claim 1, wherein the elastomeric cover is adhered to the housing.
5. The gaming device of Claim 1, wherein the housing mechanically holds the cover in place.
- 25 6. The gaming device of Claim 1, wherein the housing includes a multi-piece housing.
7. The gaming device of Claim 6, wherein the pieces are molded
- 30 separately and wherein one of said pieces is co-molded with the cover.

8. The gaming device of Claim 6, wherein said multiple pieces each mechanically hold the cover in place.

9. The gaming device of Claim 1, wherein the function is selected
5 from the group consisting of: a play function, a bet increment function, a max-bet function, a repeat the bet function, and a cash out function.

10. The gaming device of Claim 1, wherein the elastomeric cover is molded to the rigid housing after the housing has cured.

10 11. The gaming device of Claim 1, wherein the elastomeric cover housing are simultaneously cured.

12. A gaming device comprising:
15 a game operable upon a wager;
a processor operable to control a game;
a cabinet; and
an extendable switch connected to the cabinet and in communication with the processor through a connecting cord and
20 having first and second materials co-molded in position with respect to a portion of the cord.

13. The gaming device of Claim 12, wherein the cord is a flexible cord.

25 14. The gaming device of Claim 12, which includes a strain relief wire positioned inside the cord to prevent the cord from unduly stretching.

30 15. The gaming device of Claim 12, wherein the switch is a play button or a bet button.

16. The gaming device of Claim 12, wherein the second material includes an elastomeric cover that is molded to the rigid housing after the first material has cured.

5 17. The gaming device of Claim 12, wherein the first material is a rigid material selected from a group consisting of urethane, plastic, polyvinyl chloride, polyvinyl acetate and acrylic.

10 18. The gaming device of Claim 12, wherein the second material is a flexible material selected from a group consisting of synthetic rubber, natural rubber and foam products.

19. The gaming device of Claim 12, wherein the extendable switch is also retractable via a spring housed inside the cabinet.

15 20. The gaming device of Claim 19, wherein the spring loaded switch can be set at least one extended position via a ratcheting mechanism.

20 21. A gaming device comprising:
a cabinet;
a game operable upon a wager;
a processor operable to control the game; and
a switch connected extendably and retractably to the cabinet via
25 a cord, a spring and a ratchet, wherein the spring causes the switch and cord to retract and the ratchet operates to lock the switch and cord in at least one extended position.

22. The gaming device of Claim 21, wherein the switch includes a
30 relatively rigid housing and a relatively elastomeric cover disposed on the housing, the switch operable with the processor to control a function of the game.

23. The gaming device of Claim 22, wherein the function is selected from the group consisting of: a play function, a bet increment function, a max-bet function, a repeat the bet function, and a cash out function.
- 5 24. The gaming device of Claim 22, wherein the elastomeric cover is disposed on the housing via adhesion, mechanically or via a molding process.
- 10 25. The gaming device of Claim 21, wherein the spring is a coil spring that uncoils as the switch and cord are extended and recoils as the switch and cord are retracted.
- 15 26. The gaming device of Claim 21, wherein the spring and cord are attached to a rotating member that meters-out and rolls-up the cord when the switch and cord are extended and retracted, respectively.
- 20 27. The gaming device of Claim 26, wherein electrical wires extending from within the cord attach electrically to the rotating member.
- 25 28. The gaming device of Claim 26, wherein the rotating member makes electrical contact with a stationary member via electrical traces provided on one of the members and at least one electrical connector provided on the other of the members.
29. The gaming device of Claim 26, which includes a strain relief cable attached to the member and the switch, the cable fixing substantially an overall length of the cord.
- 30 30. The gaming device of Claim 21, which includes a spring loaded pawl fixed translationally with respect to the ratchet, the pawl operable to lock the ratchet into a fixed rotational position.

31. The gaming device of Claim 30, wherein the pawl is operable to lock the ratchet when the ratchet rotates in a cord extending direction but not lock the ratchet when the ratchet rotates in a cord recoiling direction.

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32. The gaming device of Claim 21, wherein the ratchet defines at least one area that is configured not to engage a locking member, the area operable to commence recoiling of the spring-loaded switch.

10 33. The gaming device of Claim 32, wherein the ratchet is arranged so that the non-engagement area is adjacent to the locking member when the switch is pulled to a fully extended position.

15 34. The gaming device of Claim 21, which includes a tension setting device operable to increase or decrease the force applied by the spring.

20 35. The gaming device of Claim 34, which includes a locking member operable to be moved by a person to fix the tension setting device at a desired position.

25 36. A gaming device comprising:
a cabinet;
a game operable upon a wager;
a processor operable to control the game; and
a switch connected extendably and retractably to the cabinet via a cord and a mechanism operable to enable the cord to be pulled by a person to multiple extended positions and then released by the person, wherein the cord in each of the extended positions will thereafter recoil
30 automatically.

37. The gaming device of Claim 36, wherein one of the extended positions is a fully extended position.

38. The gaming device of Claim 36, wherein the mechanism recoils the cord automatically to a fully retracted position unless reset at an intermediate position by the person.

5 39. The gaming device of Claim 36, wherein the mechanism is spring activated.

10 40. The gaming device of Claim 36, wherein the multiple extended positions are first positions and which includes a plurality of second positions defined by the mechanism, each of the second positions operable to be self-maintaining when the switch is released from the person's grasp.

15 41. A method of making a gaming device including a cabinet housing a game operable upon a wager, said method comprising the steps of:

20 providing a conduit that extends/retracts from the cabinet;
molding a first material to fit at a distal end of the conduit;
molding a second material to fit around the first material; and
connecting electrically a device housed within the cabinet with a switch located at the distal end with the first and second materials.

25 42. The method of Claim 41, which includes molding the first and second materials, installing the conduit in the materials and sealing the conduit and materials together with a member.

43. The method of Claim 41, which includes injection molding the first material.

30 44. The method of Claim 41, which includes selecting the first material from the group consisting of: urethane, plastic, polyvinyl chloride, polyvinyl acetate, acrylic and any combination thereof.

45. The method of Claim 41, which includes adhering the second material to the first material.
46. The method of Claim 41, which includes attaching mechanically the second material to the first material.
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47. The method of Claim 41, which includes injection molding the second material.
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48. The method of Claim 41, which includes molding the second material directly around the first material.
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49. The method of Claim 48, which includes enabling the first material to cure before molding the second material directly around the first material.
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50. The method of Claim 41, which includes molding the first and second materials separately and then attaching the materials.
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51. The method of Claim 41, which includes selecting the second material from the group consisting of: synthetic rubber, natural rubber, foam products and any combination thereof.
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52. The method of Claim 41, which includes enabling the conduit to be pulled by a person to multiple extended positions from the cabinet and then released by the person, wherein the conduit in each of the extended positions will thereafter recoil automatically.
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53. A method of making a gaming device including a game operable upon a wager, said gaming device including an extendable button, said method comprising the steps of:

- molding a first material to fit around a cord and a button
- 5 operable to activate a gaming device function;
- molding a second material around the first material; and
- attaching the cord to the first portion.

54. The method of Claim 53, which includes injection molding the
10 first material.

55. The method of Claim 53, which includes structuring the first material to be rigid material when cured.

15 56. The method of Claim 53, which includes selecting the first material from the group consisting of: urethane, plastic, polyvinyl chloride, polyvinyl acetate, acrylic and any combination thereof.

20 57. The method of Claim 53, which includes injection molding the second material.

58. The method of Claim 53, which includes adhering the second material to the first material.

25 59. The method of Claim 53, which includes selecting the second material from the group consisting of: synthetic rubber, natural rubber and foam products.

30 60. The method of Claim 53, which includes curing the first and second materials together.

61. The method of Claim 53, which includes molding the second material directly around the first material.

62. The method of Claim 61, which includes enabling the first material to cure before molding the second material directly around the first material.